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1 Preemptable remote execution facilities for the V-system

Marvin M. Theimer, Keith A. Lantz, David R. Cheriton

December 1985 **ACM SIGOPS Operating Systems Review , Proceedings of the tenth ACM symposium on Operating systems principles SOSP '85**, Volume 19 Issue 5

Publisher: ACM Press

Full text available: pdf(714.17 KB) Additional Information: full citation, references, citings, index terms

2 Configurable applications for graphics employing satellites (CAGES)

Griffith Hamlin, James D. Foley

April 1975 **ACM SIGGRAPH Computer Graphics , Proceedings of the 2nd annual conference on Computer graphics and interactive techniques SIGGRAPH '75**, Volume 9 Issue 1

Publisher: ACM Press

Full text available: pdf(160.76 KB) Additional Information: full citation, abstract, references, citings

This paper reports on CAGES, a programming system which substantially simplifies the process of writing interactive graphics application programs for use in a distributed processing, satellite-host configuration. It allows programs written in a PL/I subset to be configurable: program modules . (main program, subroutines) and data can be easily reassigned from the host to the satellite, or vice versa. That is, the division of labor between the two computers is readily modified.The CAGES system su ...

3 Contributions: A hierarchical model of a graphics system

A. C. Kilgour

April 1981 **ACM SIGGRAPH Computer Graphics**, Volume 15 Issue 1

Publisher: ACM Press

Full text available: pdf(800.56 KB) Additional Information: full citation, abstract, references, citings

This paper presents a model of a graphics system as a hierarchy of communicating modules. Each module has two input ports and two output ports, and may be regarded as a generalisation of the "software filter" proposed by Kernighan & Plauger [KERN76]. Each module accepts commands from a high r-level module (or the application program) and event records from a lower-level module. A general framework for the internal organisation of a module is presented, which allows for internal feedback from the ...

Keywords: distributed graphics systems, graphic system modeling, graphics standards, methodology of interaction

4 Looking for Mr. X bar: supporting statistical computing in the personal computer era
P. C. McCaskell
October 1989 **Proceedings of the 17th annual ACM SIGUCCS conference on User Services SIGUCCS '89**
Publisher: ACM Press
Full text available: pdf(961.68 KB) Additional Information: full citation, index terms

5 ARIES: A workstation based, schematic driven system for circuit design
William H. Kao, Mohammad H. Movahed-Ezazi, Mark L. Sabiers
June 1984 **Proceedings of the 21st conference on Design automation DAC '84**
Publisher: IEEE Press
Full text available: pdf(551.23 KB) Additional Information: full citation, abstract, references, citings, index terms

ARIES is a workstation-based, schematic-driven software system for circuit design. It is divided into four major subsystems: SIZING, which generates transistor equivalents for logic gates (NMOS & CMOS technologies) and calculates their sizes (Widths & Lengths); PATHDELAY, which calculates path delays for circuits designed using standard cells; GRAPHICS, a 2-D plotting package that displays results from simulation programs such as SPICE, SUPREM, GEMINI and SUXES; and CANDETOSPICE, wh ...

Keywords: Computer-aided engineering, Engineering workstation, Graphics, Path delay analysis, Transistor sizing

6 Education and the World Wide Web
Rocky Ross
September 1995 **ACM SIGACT News**, Volume 26 Issue 3
Publisher: ACM Press
Full text available: pdf(284.17 KB) Additional Information: full citation, index terms

7 Configurable applications for satellite graphics
Griffith Hamlin
July 1976 **ACM SIGGRAPH Computer Graphics , Proceedings of the 3rd annual conference on Computer graphics and interactive techniques SIGGRAPH '76**, Volume 10 Issue 2
Publisher: ACM Press
Full text available: pdf(117.15 KB) Additional Information: full citation, abstract, references, citings

This paper advocates a configurable approach to software for satellite graphics in which the division of labor between the host and satellite computers can be easily changed after an application program has been written. A software system, CAGES (Configurable Applications for Graphics Employing Satellites), implements this approach. CAGES can substantially simplify the application programmer's task of programming a host and satellite computer by making the intercomputer interface relatively invi ...

8 Remote programmability of graphic interactions in a host/satellite configuration
Samuel D. Moulton, Philip J. Corman
July 1976 **ACM SIGGRAPH Computer Graphics , Proceedings of the 3rd annual conference on Computer graphics and interactive techniques SIGGRAPH '76**, Volume 10 Issue 2
Publisher: ACM Press
Full text available: pdf(120.34 KB) Additional Information: full citation, abstract, references, citings

This paper describes the remote programmability of graphic-oriented interactions in a large, time-shared host/multiple-satellite configuration. The philosophy and architecture of a pseudo machine -- the Programmable Graphics Processor (PGP) -- is presented along with a description of the higher-level language used in the host to specify programs for execution in the satellite. These programs are first compiled into PGP machine language in the host and then transmitted to the satellite where they ...

9 SIGGRAPH 1 - Computer graphics: Graphic systems performance evaluation
Robert A. Cislo
August 1972 **Proceedings of the ACM annual conference - Volume 1 ACM'72**
Publisher: ACM Press
Full text available: pdf(848.91 KB) Additional Information: full citation, abstract, references, citings

The development of a performance evaluation technique, using simulation, for interactive graphics systems is described. The first step is the development of a simulation model for a single terminal graphic system. The model is a functional representation of the system. The functions modelled were identified by considering the activities occurring during a typical interaction. The model was used to simulate the operation of several different hardware configurations and the results of some of thes ...

Keywords: graphic systems modelling, graphic systems performance, graphic systems simulation, interactive graphic systems, modelling, simulation, system performance evaluation

10 Tracking graphics state for networked rendering
Ian Buck, Greg Humphreys, Pat Hanrahan
August 2000 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware HWWS '00**
Publisher: ACM Press
Full text available: pdf(354.74 KB) Additional Information: full citation, abstract, references, citings, index terms

As networks get faster, it becomes more feasible to render large data sets remotely. For example, it is useful to run large scientific simulations on remote compute servers but visualize the results of those simulations on one or more local displays. The WireGL project at Stanford is researching new techniques for rendering over a network. For many applications, we can render remotely over a gigabit network to a tiled display with little or no performance loss over running locally. One of t ...

Keywords: graphics state, networked rendering, remote rendering

11 A comparison of application sharing mechanisms in real-time desktop conferencing systems
S. R. Ahuja, J. R. Ensor, S. E. Lucco
March 1990 **ACM SIGOIS Bulletin , Proceedings of the ACM SIGOIS and IEEE CS TC-OA conference on Office information systems**, Volume 11 Issue 2-3
Publisher: ACM Press
Full text available: pdf(2.65 MB) Additional Information: full citation, abstract, references, citings, index terms

Desktop conferencing is a term used to describe real-time, computer-based conferences in which users may share data through their personal computers. In these conferences, the participants may access user-level programs, called application programs, which produce common displays (screens or windows) on their computers. Because each participant may give input to the application program and sees its resulting output as though the program were executing on his or her local computer, these appl ...

12 Home-study software: flexible, interactive, and distributed software for independent study
Christopher Connelly, Alan W. Biermann, David Pennock, Peter Wu
March 1996 **ACM SIGCSE Bulletin , Proceedings of the twenty-seventh SIGCSE**

technical symposium on Computer science education SIGCSE '96, Volume 28 Issue 1
Publisher: ACM Press
Full text available: pdf(439.97 KB) Additional Information: full citation, references, citings, index terms

13 The ControlShell component-based real-time programming system, and its application to the Marsokhod Martian Rover
Stan Schneider, Vincent Chen, Jay Steele, Gerardo Pardo-Castellote
November 1995 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1995 workshop on Languages, compilers, & tools for real-time systems LCTES '95**, Volume 30 Issue 11
Publisher: ACM Press
Full text available: pdf(1.39 MB) Additional Information: full citation, abstract, references, index terms

Real-time system software is notoriously hard to share and reuse. This paper walks through the methodology and application of ControlShell, a component-based programming system for real-time system software development. ControlShell combines graphical system-building tools, an execution-time configuration manager, a real-time matrix package, and an object name service into an integrated development environment. It targets complex systems that require on-line reconfiguration and strategic control ...

14 A survey of process migration mechanisms
Jonathan M. Smith
July 1988 **ACM SIGOPS Operating Systems Review**, Volume 22 Issue 3
Publisher: ACM Press
Full text available: pdf(1.08 MB) Additional Information: full citation, abstract, citings, index terms

We define process migration as the transfer of a sufficient amount of a process's state from one machine to another for the process to execute on the target machine.This paper surveys proposed and implemented mechanisms for process migration. We pay particular attention to the designer's goals, such as performance, load-balancing, and reliability. The effect of operating system design upon the ease of implementation is discussed in some detail; we conclude that message-passing systems simplify d ...

15 CP/M graph-plus: CP/M with graphic resources
Carlos Eduardo Mendes de Azevedo, Luiz Antonio Belletti Rodrigues
December 1983 **Proceedings of the 1983 ACM SIGSMALL symposium on Personal and small computers SIGSMALL '83**
Publisher: ACM Press
Full text available: pdf(224.05 KB) Additional Information: full citation, abstract, references, index terms

Everytime we want to use graphic resources in our microcomputers under the CP/M operating system, we always have a serious trouble: CP/M doesn't support any graphic routines inside it. Usually, two options are available to solve this problem.

16 An annotated bibliography of interactive program steering
Weiming Gu, Jeffrey Vetter, Karsten Schwan
September 1994 **ACM SIGPLAN Notices**, Volume 29 Issue 9
Publisher: ACM Press
Full text available: pdf(1.24 MB) Additional Information: full citation, citings, index terms

17 OOPSLA posters chair's welcome: VET3D: a tool for execution trace web 3D visualization
Craig Anslow, Stuart Marshall, James Noble, Robert Biddle
October 2006 **Companion to the 21st ACM SIGPLAN conference on Object-oriented programming systems, languages, and applications OOPSLA '06**

Publisher: ACM Press

Full text available: pdf(219.54 KB) Additional Information: full citation, abstract, references, index terms

We are interested in finding new ways to visualize our software execution traces. An issue in visualizing our execution traces is deploying and integrating them into users' environments. We have a tool called VET3D that transforms execution traces into visualizations over the web. Our tool will help developers to understand the structure and behaviour of software.

Keywords: X3D, XSLT, execution traces, software visualization

18 An integrated environment for development and execution of real-time programs

B. Bruegge, T. Gross

June 1988 **Proceedings of the 2nd international conference on Supercomputing ICS '88**

Publisher: ACM Press

Full text available: pdf(1.45 MB) Additional Information: full citation, abstract, references, citings, index terms

The goal of the Warp Programming Environment (WPE) is to provide easy access to the Warp machine, a parallel supercomputer with a peak performance of 100 MFLOPS that is based on the systolic array architecture. The Warp Programming Environment offers a uniform environment for editing, compiling, debugging and executing Warp programs. It is based on an extensible shell written in Common Lisp and a runtime system written in C. It runs on a network of SUN-3 workstations under UNIX 4.2. This pa ...

19 PLI workshops: World-class product certification using Erlang

Ulf Wiger, Gösta Ask, Kent Boortz

December 2002 **ACM SIGPLAN Notices**, Volume 37 Issue 12

Publisher: ACM Press

Full text available: pdf(195.51 KB) Additional Information: full citation, abstract, references, index terms

It is now ten years ago since the decision was made to apply the functional programming language Erlang to real production projects at Ericsson. In late 1995, development on the Open Telecom Platform (OTP) started, and in mid 1996 the AXD 301 project became the first user of OTP. The AXD 301 Multi-service Switch was released in October 1998, and later became "the heart of ENGINE", Ericsson's leading Voice over Packet solution.In those early days of Erlang programming, high-level tools for develo ...

Keywords: Erlang, testing

20 World-class product certification using Erlang

Ulf Wiger, Gösta Ask, Kent Boortz

October 2002 **Proceedings of the 2002 ACM SIGPLAN workshop on Erlang ERLANG '02**

Publisher: ACM Press

Full text available: pdf(162.26 KB) Additional Information: full citation, abstract, references, citings, index terms

It is now ten years ago since the decision was made to apply the functional programming language Erlang to real production projects at Ericsson. In late 1995, development on the Open Telecom Platform (OTP) started, and in mid 1996 the AXD 301 project became the first user of OTP. The AXD 301 Multi-service Switch was released in October 1998, and later became "the heart of ENGINE", Ericsson's leading Voice over Packet solution.In those early days of Erlang programming, high-level tools for develo ...

Keywords: erlang, testing

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